

**AMENDMENT TO THE CLAIMS**

Listing of Claims:

1. (Currently Amended) A deck of rock, paper, ~~seissors~~scissors playing cards, comprising:
  - fifty-two cards, wherein the fifty-two cards include three groups of cards, the three groups of the fifty-two cards comprising:
    - a plurality of wild cards having a little sister or little brother visual representation thereon;
    - a plurality of scoring cards having a rock, paper, or ~~seissors~~scissors visual representation thereon;
    - a plurality of non-scoring cards having a broken rock, crumpled paper, or broken ~~seissors~~scissors visual representation thereon; and
  - wherein all of the three groups of cards have point values thereon indicating a value assigned to each card.
2. (Currently Amended) The deck of rock, paper, ~~seissors~~scissors playing cards according to claim 1, wherein there

are two little brother cards, two little sister cards, fourteen rock cards, fourteen paper cards, fourteen ~~seissors~~scissors cards, two broken rock cards, two crumpled paper cards, and two broken ~~seissors~~scissors cards.

3. (Currently Amended) The deck of rock, paper, ~~seissors~~scissors playing cards according to claim 2, wherein the values in the point values of the little brother cards and little sister cards indicate a ten point value, the values in the point values of the rock cards, paper cards, ~~seissors~~scissors cards indicate values from one to five points, and the values in the point values of the broken rock cards, crumpled paper cards, and broken ~~seissors~~scissors cards indicate zero point values.

4. (Currently Amended) The deck of rock, paper, ~~seissors~~scissors playing cards according to claim 3, wherein the visual representation of the rock cards are visual representations of historical or geographical landmarks, the visual representation of the paper cards are visual representations of historical documents, and the visual representation of the ~~seissors~~scissors cards are visual representations of cutting devices; and

wherein the values in the point values of the rock cards having the historical or geographical landmarks thereon is based on the prominence of the historical and geographical landmarks, the values in the point values of the paper cards having the historical documents thereon is based on the prominence of the historical documents, and the values in the point values of the ~~seissors~~scissors cards is based on the type of cutting devices.

5. (Currently Amended) The deck of rock, paper, ~~seissors~~scissors playing cards according to claim 4, wherein the visual representations of the historical or geographical landmarks on the rock cards are selected from a group consisting of Mount Everest, Rock of Gibraltar, Rock Mountains, Grand Canyon, Mount Fuji, Mount Saint Helens, Mount Washington, Washington Monument, Lincoln Monument, Great Wall of China, Great Dams, Great Museums, moon, meteors, and planets;

wherein the visual representations of the historical documents on the paper cards are selected from a group consisting Declaration of Independence, Magna Carta, Louisiana Purchase, United States Constitution, Oath of Office for President, Gettysburg Address, Pledge of Allegiance, and National Anthem; and

In re: Robert E. Simmons, Jr.  
Filed: August 1, 2003  
Serial No.: 10/633,270  
Page 5

wherein the visual representation of the cutting devices on the ~~seissors~~scissors cards are selected from a group consisting of hair cutters, tin snips, ~~seissors~~scissors lifts, grooming ~~seissors~~scissors, medical scissors, toenail scissors, industrial scissors, animal shears, and pruning shears.

6. (Currently Amended) A method of playing a card game with a plurality of players using a deck of cards comprising fifty-two cards,

wherein the fifty-two cards include three groups of cards, the three groups of the fifty-two cards comprising a plurality of wild cards having a little sister or little brother visual representation thereon, a plurality of scoring cards having a rock, paper, or ~~scissors~~scissors visual representation thereon, a plurality of non-scoring cards having a broken rock, crumpled paper, or broken ~~scissors~~scissors visual representation thereon, and wherein all of the three groups of cards have point values thereon indicating a value assigned to each card;

wherein a hierarchy of cards provides that the paper card wins over the rock card, the ~~scissors~~scissors card wins over the paper card, the rock card wins over the ~~scissors~~scissors card, the non-scoring cards lose to all other cards, any one of the non-scoring cards does not win over another of the non-scoring cards, the wild cards win over all other cards, and any one of the wild cards does not win over another of the wild cards;

wherein an object of the card game is to be a player that

wins all of the cards in the deck, said method of playing  
comprising the acts of:

shuffling all of the cards in the deck with faces down;

evenly distributing the cards with the faces down between the  
plurality of players;

having each of the plurality of players stack the distributed  
cards in a stack in front of them;

having each player simultaneously flip one card so that the  
face of the card is up;

comparing the flipped cards according to the hierarchy of  
cards;

determining a winner based on the flipped cards; and

having the winner take all of the flipped cards.

7. (Original) The method of playing a card game with a  
plurality of players using a deck of cards according to claim 6,  
further comprising the acts of:

conducting a playoff if the act of determining the winner  
results in a tie between two or more players, the playoff  
comprising the acts of:

having the two or more players that tied place two cards

with the face sides down on top of their previous flipped card;

having the two or more players flip another card face side up and on top of the two cards placed face side down;

determining the winner from the just flipped cards; and

having the winner take all of the playoff cards, the tied cards that forced the playoff, and any card that lost in the tie that forced the playoff.

8. (Original) The method of playing a card game with a plurality of players using a deck of cards according to claim 6, further comprising the acts of:

conducting a second flip if the act of determining the winner results in no one player winning, the second flip comprising the acts of:

having the players flip another card face side up and on top of the previously flipped card;

determining the winner from the just flipped cards; and

having the winner take all of the previously flipped and just flipped cards.

9. (Original) The method of playing a card game with a

plurality of players using a deck of cards according to claim 6,  
further comprising the acts of:

conducting a playoff if the act of determining the winner  
results in a tie between two or more players, the playoff  
comprising the acts of:

having the two or more players that tied place three  
cards with the face sides down on top of their previous flipped  
card;

having the two or more players flip another card face  
side up and on top of the three cards placed face side down;

determining the winner from the just flipped cards; and

having the winner take all of the playoff cards, the tied  
cards that forced the playoff, and any card that lost in the tie  
that forced the playoff.

10. (Original) The method of playing a card game with a  
plurality of players using a deck of cards according to claim 6,  
further including the acts of:

having the players recite "rock, paper, scissors" out loud  
just before the act of having each player simultaneously flip one  
card so that the face of the card is up; and



having the players recite "go" while simultaneously flipping one card during the act of having each player simultaneously flip one card so that the face of the card is up.

11. (Original) The method of playing a card game with a plurality of players using a deck of cards according to claim 6, further including the act of declaring the player that wins all of the cards a winner of the game.

12. (Currently Amended) A method of playing a card game with a plurality of players using a deck of cards comprising fifty-two cards,

wherein the fifty-two cards include three groups of cards, the three groups of the fifty-two cards comprising a plurality of wild cards having a little sister or little brother visual representation thereon, a plurality of scoring cards having a rock, paper, or ~~scissors~~scissors visual representation thereon, a plurality of non-scoring cards having a broken rock, crumpled paper, or broken ~~scissors~~scissors visual representation thereon, and wherein all of the three groups of cards have point values thereon indicating a value assigned to each card;

wherein a hierarchy of cards provides that the paper card wins over the rock card, the ~~scissors~~scissors card wins over the paper card, the rock card wins over the ~~scissors~~scissors card, the non-scoring cards lose to all other cards, any one of the non-scoring cards does not win over another of the non-scoring cards, the wild cards win over all other cards, and any one of the wild cards does not win over another of the wild cards;

wherein an object of the card game is to be a player with the

most points when the game is declared over, said method of playing comprising the acts of:

shuffling all of the cards in the deck with faces down;

evenly distributing the cards with the faces down between the plurality of players;

having each of the plurality of players stack the distributed cards in a stack in front of them;

having each player simultaneously flip one card so that the face of the card is up;

comparing the flipped cards according to the hierarchy of cards;

determining a winner of a hand based on the flipped cards;  
and

having the winner of the hand take all of the flipped cards.

13. (Original) The method of playing a card game with a plurality of players using a deck of cards according to claim 12, further comprising the acts of:

conducting a second flip if the act of determining the winner results in no one player winning, the second flip comprising the acts of:

having the players flip another card face side up and on top of the previously flipped card;

determining the winner from the just flipped cards; and

having the winner take all of the previously flipped and just flipped cards.

14. (Original) The method of playing a card game with a plurality of players using a deck of cards according to claim 12, further comprising the acts of:

conducting a playoff if the act of determining the winner results in a tie between two or more players, the playoff comprising the acts of:

having the two or more players that tied place two cards with the face sides down on top of their previous flipped card;

having the two or more players flip another card face side up and on top of the two cards placed face side down;

determining the winner from the just flipped cards; and

having the winner take all of the playoff cards, the tied cards that forced the playoff, and any card that lost in the tie that forced the playoff.

15. (Original) The method of playing a card game with a plurality of players using a deck of cards according to claim 12, further comprising the acts of:

conducting a playoff if the act of determining the winner results in a tie between two or more players, the playoff comprising the acts of:

having the two or more players that tied place three cards with the face sides down on top of their previous flipped card;

having the two or more players flip another card face side up and on top of the three cards placed face side down;

determining the winner from the just flipped cards; and

having the winner take all of the playoff cards, the tied cards that forced the playoff, and any card that lost in the tie that forced the playoff.

16. (Original) The method of playing a card game with a plurality of players using a deck of cards according to claim 12, further including the acts of:

having the players recite "rock, paper, scissors" out loud just before the act of having each player simultaneously flip one

card so that the face of the card is up; and

having the players recite "go" while simultaneously flipping one card during the act of having each player simultaneously flip one card so that the face of the card is up.

17. (Original) The method of playing a card game with a plurality of players using a deck of cards according to claim 12, further including the acts of:

ending the game when a first player is out of cards;

determining each players grant total points for the game by having each player add all of the points in the point values of the cards that they won and subtracting the points in the point values of the cards that they were originally dealt to obtain a grand total score; and

declaring the player with the highest grand total a winner of the game.

18. (Currently Amended) A method of playing a card game with a plurality of players using a deck of cards comprising fifty-two cards,

wherein the fifty-two cards include three groups of cards, the three groups of the fifty-two cards comprising a plurality of wild cards having a little sister or little brother visual representation thereon, a plurality of scoring cards having a rock, paper, or ~~scissors~~scissors visual representation thereon, a plurality of non-scoring cards having a broken rock, crumpled paper, or broken ~~scissors~~scissors visual representation thereon, and wherein all of the three groups of cards have point values thereon indicating a value assigned to each card;

wherein a hierarchy of cards provides that the paper card wins over the rock card, the ~~scissors~~scissors card wins over the paper card, the rock card wins over the ~~scissors~~scissors card, the non-scoring cards lose to all other cards, any one of the non-scoring cards does not win over another of the non-scoring cards, the wild cards win over all other cards, and any one of the wild cards does not win over another of the wild cards;

wherein an object of the card game is to win enough cards having the points in the point values to equal or exceed a points

goal, said method of playing comprising the acts of:

having the players set the goal points that will determine a winner;

designating one player as a scorekeeper to calculate each players score based on the points in the point values of the cards they won;

shuffling all of the cards in the deck with faces down;

distributing seven cards with the faces down to each of the plurality of players;

having each of the plurality of players stack the distributed cards in a stack in front of them;

having each player simultaneously flip one card so that the face of the card is up;

comparing the flipped cards according to the hierarchy of cards;

determining a winner of a hand based on the flipped cards;  
and

having the winner of the hand take all of the flipped cards.

19. (Original) The method of playing a card game with a plurality of players using a deck of cards according to claim 18,



further comprising the acts of:

conducting a second flip if the act of determining the winner of the hand results in no one player winning, the second flip comprising the acts of:

having the players flip another card face side up and on top of the previously flipped card;

determining the winner from the just flipped cards; and

having the winner take all of the previously flipped and just flipped cards.

20. (Original) The method of playing a card game with a plurality of players using a deck of cards according to claim 18, further comprising the acts of:

conducting a second flip if the act of determining the winner of the hand results in two or more players winning resulting in a tie, the second flip comprising the acts of:

having the two or more tied players flip another card face side up and on top of the previously flipped card;

determining the winner from the just flipped cards; and

having the winner take all of the previously flipped and just flipped cards.

21. (Original) The method of playing a card game with a plurality of players using a deck of cards according to claim 18, further including the acts of:

having the players recite "rock, paper, scissors" out loud just before the act of having each player simultaneously flip one card so that the face of the card is up; and

having the players recite "go" while simultaneously flipping one card during the act of having each player simultaneously flip one card so that the face of the card is up.

22. (Original) The method of playing a card game with a plurality of players using a deck of cards according to claim 18, further including the acts of:

ending the hand when a last player is out of cards;

determining each players grant total points for the game by having each player add all of the points in the point values of the cards that they won; and

having the scorekeeper record each players score.

23. (Original) The method of playing a card game with a

plurality of players using a deck of cards according to claim 18,  
further including the acts of:

distributing an additional seven cards with the faces down to  
each of the plurality of players if none of the players reach the  
points goal;

having each of the plurality of players stack the distributed  
cards in a stack in front of them;

having each player simultaneously flip one card so that the  
face of the card is up;

comparing the flipped cards according to the hierarchy of  
cards;

determining a winner of a hand based on the flipped cards;  
and

having the winner of the hand take all of the flipped cards.

24. (Original) The method of playing a card game with a  
plurality of players using a deck of cards according to claim 18,  
further including the acts of:

ending the game when a first player has enough points to  
equal or exceeds the points goal; and

declaring the first player a winner of the game.

25. (New) The deck of rock, paper, scissors playing cards according to claim 3, wherein the visual representation of the rock cards are visual representations of historical or geographical landmarks or minerals, the visual representation of the paper cards are visual representations of historical documents or facts, and the visual representation of the scissors cards are visual representations of cutting devices or famous inventions; and

wherein the values in the point values of the rock cards having the historical or geographical landmarks thereon is based on the prominence of the historical and geographical landmarks, the values in the point values of the paper cards having the historical documents thereon is based on the prominence of the historical documents, and the values in the point values of the scissors cards is based on the type of cutting devices.

26. (New) A deck of rock, paper, scissors playing cards, comprising:

a plurality of cards, each one of said plurality of cards having at least one indicia thereon selected from a plurality of indicia, wherein a quantity of cards which comprises the plurality of cards is evenly divisible by a number that represents a number of different plurality of indicia on the plurality of cards without taking into account wild cards, and wherein the plurality of cards include three groups of cards, the three groups of the plurality of cards comprising:

a plurality of wild cards having indicia of a little sister or little brother visual representation thereon;

a plurality of scoring cards having indicia of a rock, paper, or scissors visual representation thereon;

a plurality of non-scoring cards having indicia of a broken rock, crumpled paper, or broken scissors visual representation thereon; and

wherein all of the three groups of cards have point values thereon indicating a value assigned to each card.

27. (New) A method of playing a card game with a plurality of players using a deck of cards comprising a plurality of cards, providing a deck of cards comprising a plurality of cards, each one of said plurality of cards having at least one indicia thereon selected from a plurality of indicia, wherein a quantity of cards which comprises the plurality of cards is evenly divisible by a number that represents a number of different plurality of indicia on the plurality of cards without taking into account wild cards,, said deck of cards including three groups of cards based on the indicia, the three groups of the plurality of cards comprising a plurality of wild cards having indicia of a little sister or little brother visual representation thereon, a plurality of scoring cards having indicia of a rock, paper, or scissors visual representation thereon, a plurality of non-scoring cards having indicia of a broken rock, crumpled paper, or broken scissors visual representation thereon, and wherein all of the three groups of cards have point values thereon indicating a value assigned to each card;

wherein a hierarchy of cards provides that the paper card wins over the rock card, the scissors card wins over the paper

card, the rock card wins over the scissors card, the non-scoring cards lose to all other cards, any one of the non-scoring cards does not win over another of the non-scoring cards, the wild cards win over all other cards, and any one of the wild cards does not win over another of the wild cards;

wherein an object of the card game is to be a player that wins all of the cards in the deck, said method of playing comprising the acts of:

shuffling all of the cards in the deck with faces down;

evenly distributing the cards with the faces down between the plurality of players;

having each of the plurality of players stack the distributed cards in a stack in front of them;

having each player simultaneously flip one card so that the face of the card is up;

comparing the flipped cards according to the hierarchy of cards;

determining a winner based on the flipped cards; and

having the winner take all of the flipped cards.

28. (New) A deck of cards comprising:

a plurality of cards, wherein the plurality of cards include three groups of cards, the three groups of the plurality of cards comprising:

a plurality of wild cards having a little sister or little brother visual representation thereon;

a plurality of scoring cards having a rock, paper, or scissors visual representation thereon;

a plurality of non-scoring cards having a broken rock, crumpled paper, or broken scissors visual representation thereon;

wherein all of the three groups of cards have point values thereon indicating a value assigned to each card; and

a hierarchy of cards, providing that the paper card wins over the rock card, the scissors card wins over the paper card, the rock card wins over the scissors card, the non-scoring cards lose to all other cards, any one of the non-scoring cards does not win over another of the non-scoring cards, the wild cards win over all other cards, and any one of the wild cards does not win over another of the wild cards.